VALUETIME

Complete Instructions Enclosed

For COMMODORE 64 & 128 COMPUTERS

64K, 40 Column

Introduction To Programming 2™

A practical "hands-on" approach to learning game design and sprite building.

Introduction To Programming 2™

At A Glance:

You have completed Melody Hall's INTRODUCTION TO PROGRAMMING 1 (Beginning Game and Database Design), and you want to delve deeper into the mysterious powers of your computer. INTRODUCTION TO PROGRAMMING 2 will quickly and easily launch you into the world of intermediate game programming.

- **Intermediate Game Design™**

  Features: You will take part in the actual design of "Slot Machine," a game of skill and chance – and a little luck thrown in for good measure.

  Subjects covered in this program include:

  - The Use of Arrays
  - FOR/NEXT Loops
  - Subroutines
  - Moving Graphics
  - Sound
  - Special Function Keys
  - How to make the RND (randomize) Function work for you

- **Sprite Designer™**

  Features: The use of SPRITES (those cute moving objects you see in your favorite computer games) is also covered in detail. A multi-color SPRITE Designer (Editor) is included for your use with this program and any other programs you have designed.

  Two cut-out keyboard overlays are included to simplify your use of the SPRITE Designer.

- **Program Specifications:**

  Language: Basic

  Completion Time: 5 to 10 Hrs.

  Suggested Age Group: 12 to Adult

  Special Programming Skills: None Required

  Special Equipment: Printer Required

  Graphics: Multi-Color Sprites

  Sprite Builder: Included

  Sound Effects: Includes 3 Voices

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Melody Hall

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(64K, 40 Column)

Introduction To Programming™ 2

Intermediate Game Design

Sprite Design

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